

OS LAB 1:

14/6/23

Qs Lab-1:-

Q) Write a C or C++ program that takes matrices as parameters in all the programs.

- 1) Matrix addition and Subtraction
- 2) Matrix Multiplication
- 3) Sum of Principal Diagonal and Non Principal Diagonal elements
- 4) Sum of rows and columns
- 5) Print Transpose of the given matrix.
- 6) Check if a given matrix is symmetric or not

Program:-

```
include <stdio.h>
include <stdlib.h>

int sum (int mat A[50][50], int mat B[50][50], int rows, int cols)
{
    int mat [50][50];
    for (int i=0; i<rows; i++)
    {
        for (int j=0; j<cols; j++)
        {
            mat[i][j] = mat A[i][j] + mat B[i][j];
        }
    }
    for (int i=0; i<rows; i++)
    {
        for (int j=0; j<cols; j++)
        {
            printf ("%d ", mat[i][j]);
        }
        printf ("\n");
    }
}
```

```
void disp (int mat [50][50], int matB [50][50], int rows, int cols)
{
    int mat [50][50];
    for (int i=0; i<rows; i++)
    {
        for (int j=0; j<cols; j++)
        {
            printf("%d\t", mat[i][j]);
        }
        printf("\n");
    }
}
```

```
void mul (int a [50][50], int b [50][50], int r, int c)
{
    int mul [50][50];
    for (int i=0; i<r; i++)
    {
        for (int j=0; j<c; j++)
        {
            mul[i][j] = 0;
            for (int k=0; k<c; k++)
            {
                mul[i][j] += a[i][k] * b[k][j];
            }
        }
    }
    for (int i=0; i<r; i++)
    {
        for (int j=0; j<c; j++)
        {
            printf("%d\t", mul[i][j]);
        }
        printf("\n");
    }
}
```

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```
void sumld (int matA[50][50], int rows, int cols)
{
    int sumld = 0, sumnd = 0;

    for (int i = 0; i < rows; i++)
    {
        for (int j = 0; j < cols; j++)
        {
            if (i == j)
            {
                sumld = sumld + matA[i][j];
            }
            if (i + j == rows - 1)
            {
                sumnd = sumnd + matA[i][j];
            }
        }
    }

    printf("SUM of Diagonal : %d\n", sumld);
    printf("SUM of Non principal diagonal : %d\n", sumnd);
}

void sumrc (int matA[50][50], int rows, int cols)
{
    int matC[50][50];

    for (int i = 0; i < rows; i++)
    {
        int j = 0, sum = 0;
```

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```

i][i]
for (j=0; j<cols, j++)
{
    sum = sum + matA[j][i];
}
matC[i][i] = sum;
}

for (int i=0; i<rows, i++)
{
    for (int j=0; j<cols, j++)
    {
        printf("%d\t", matC[i][j]);
    }
    printf("\n");
}

void transpose (int matA[50][50], int rows, int cols)
{
    for (int i=0; i<rows, i++)
    {
        for (int j=0; j<cols, j++)
        {
            printf("%d\t", matA[i][j]);
        }
        printf("\n");
    }
}

```

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```

```

void symm (int matA [50][50], int rows, int cols)
{
    int flag = 0;
    for (int i=0; i<rows; i++)
    {
        for (int j=0; j<cols; j++)
        {
            if (matA[i][j] != matA[j][i])
            {
                continue;
            }
            else
            {
                printf("Not a Transpose matrix");
                return;
            }
        }
    }
    printf("Transpose matrix");
}

int main()
{
    int opt;
    scanf("%d", &opt);

    switch(opt)
    {
        case 1: Add and sub
        case 2: multiply
        case 3: Sum of principal and
        non principal diagonal elements
        case 4: Sum of rows and columns
        case 5: Transpose of matrix
        case 6: Matrix Symmetrical
    }
}

```

(i) [

```
printf("Enter option:");  
scanf("%d", &opt);
```

```
Switch(opt)  
{
```

50] [

case 0: case 1:

```
Sum(mat A[5][5], mat B, 3, 3);  
break diff(mat A, mat B, 3, 3);  
break;
```

3
ret

3

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Dif

case 3:

```
Sumd(mat A, 3, 3);  
break;
```

b[

case 4:

```
Sumrc(mat A, 3, 3);  
break;
```

case 5:

53];

```
Transp(mat A, 3, 3);  
break;
```

Mu

case 6:

```
Symm(mat A, mat B, 3, 3);  
break;
```

Su

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case 7: exit(0); }

{

Matrix A:

3

DIF:-

$$\begin{matrix} \text{Matrix A:} & 0 & 1 & 2 \\ & 3 & 4 & 5 \\ & 6 & 7 & 8 \end{matrix}$$

$$\begin{matrix} \text{Matrix B:} & 1 & 2 & 3 \\ & 3 & 4 & 5 \\ & 5 & 6 & 7 \end{matrix}$$

$$\begin{matrix} \text{Sum:} & 1 & 3 & 5 \\ & 6 & 8 & 10 \\ & 11 & 13 & 15 \end{matrix}$$

$$\begin{matrix} \text{Difference:} & -1 & -1 & -1 \\ & 0 & 0 & 0 \\ & 1 & 1 & 1 \end{matrix}$$

$$\begin{matrix} \text{Multiplication:} & 13 & 16 & 19 \\ & 40 & 52 & 64 \\ & 67 & 70 & 109 \end{matrix}$$

Sum of Diagonals: 12
Sum of Non-principal diagonals: 12

Sum of rows and columns - 0 1 2 3
 3 4 5 12
 6 7 4 21
 9 12 15 0

Transpose :- 0 3 6
 1 4 7
 2 5 8

Matrix A is not symmetric.

Output:

```
MATRIX A:  
0      1      2  
0      1      2  
0      1      2  
  
MATRIX B:  
0      1      2  
1      2      3  
2      3      4  
  
SUM:  
0      2      4  
1      3      5  
2      4      6  
  
DIFFERENCE:  
0      0      0  
-1     -1     -1  
-2     -2     -2  
  
MULTIPLACATION:  
5      8      11  
5      8      11  
5      8      11  
  
SUM OF DIAGONAL: 3  
SUM OF ANTI DIAGONAL: 3  
  
SUM OF ROWS AND COLUMNS:  
0      1      2      3  
0      1      2      3  
0      1      2      3  
0      3      6      0  
  
TRANSPOSE:  
1      2      3  
2      3      4  
  
SUM:  
0      2      4  
1      3      5  
2      4      6  
  
DIFFERENCE:  
0      0      0  
-1     -1     -1  
-2     -2     -2  
  
MULTIPLACATION:  
5      8      11  
5      8      11  
5      8      11  
  
SUM OF DIAGONAL: 3  
SUM OF ANTI DIAGONAL: 3  
  
SUM OF ROWS AND COLUMNS:  
0      1      2      3  
0      1      2      3  
0      1      2      3  
0      3      6      0  
  
TRANSPOSE:  
0      0      0  
1      1      1  
2      2      2  
  
It is not a transpose matrix
```